

# The LOST JEWELS of Eire

by J.C. Connors

## About the Adventure

*The Lost Jewels of Eire* is a D6 System pulp adventure set in late 1937, although it can be easily translated to other pulp-style systems (a GURPS *Cliffhangers* version is also available on [1shotadventures.com](http://1shotadventures.com)). The adventure pulls the PCs into a race to find the long-lost Irish Crown Jewels, which mysteriously vanished from a strongroom in 1907... and, in real-life, were never found!

*The Lost Jewels of Eire* is suitable for three-to-five player-characters. The end of the adventure includes six pregenerated characters (each one gets to add 7D worth of skills).

Characters introduced for the first time in the adventure are noted in ALL-CAPS. Skill rolls are in SMALL-CAPS. Sections marked with a map icon are side-quests and adventure hooks, and not important to the overall plot of the adventure. Sections marked with a person icon are opportunities for specific PCs, notably the pregenerated characters from the end of this adventure.

## Adventure Summary

Like all pulp adventure serials, *The Lost Jewels of Eire* begins in the middle of the action. The PCs are fleeing the secret tunnels of Predjama Castle, a 13th century castle built inside an enormous cave mouth. They have a legendary sword in their hands – and an enraged crime boss hot on their heels.

The foiling of the crime boss and recovery (or near-recovery) of the sword earns the PCs a royal invitation to an exclusive ball in Vienna. During the event, a botched theft reveals the existence of *Gormghiolla Daigh*, a secret cabal of expert thieves, and the potential location of the long-lost Irish Crown Jewels.

Not just any treasure, the Irish Crown Jewels were said to have been *unstealable*. Furthermore, legends say if the jewels *were* ever stolen, the thieves themselves would become utterly uncatchable.

Italian secret police and Gestapo spies are everywhere, and no secrets are safe from their spies and infiltrators. With the Irish Crown Jewels in the hands of the Third Reich, their espionage capabilities would be increased tenfold!

With only a handful of precious clues to go on, the PCs escape Vienna and head to the western shores of Ireland... and into the headquarters of the mysterious master thieves. There, they hope to steal the Irish Crown Jewels from the master thieves themselves... before the agents of the Third Reich pull off the heist first.

## The Kingdom of Yugoslavia, 1937...

The PCs begin the adventure trapped deep in the cavernous tunnels of Predjama Castle, a 13th century, white-





washed fortification built into a massive cave mouth. The screams and curses of a furious Yugoslav crime boss, AMA-DEJ ANZE, echo in the tunnels behind them!

One of the PCs (the GM should choose randomly) holds the legendary **Sword of Erazem**, a worn but still-beautiful broadsword that was owned by the 15th century knight after which it was named, Sir Erazem Lueger. Renowned for stealing from the rich and giving to the poor, Sir Erazem Lueger is a popular Yugoslav hero. His famous sword, which he used to slay a murderous and dishonorable duke, was thought to be either destroyed or lost in the miles and miles of natural caves underneath this castle. But after negotiating for an old manuscript ([Handout A](#)) that contained a monk's detailed map of the tunnels, the PCs recovered the legendary sword and are now making their frantic escape.

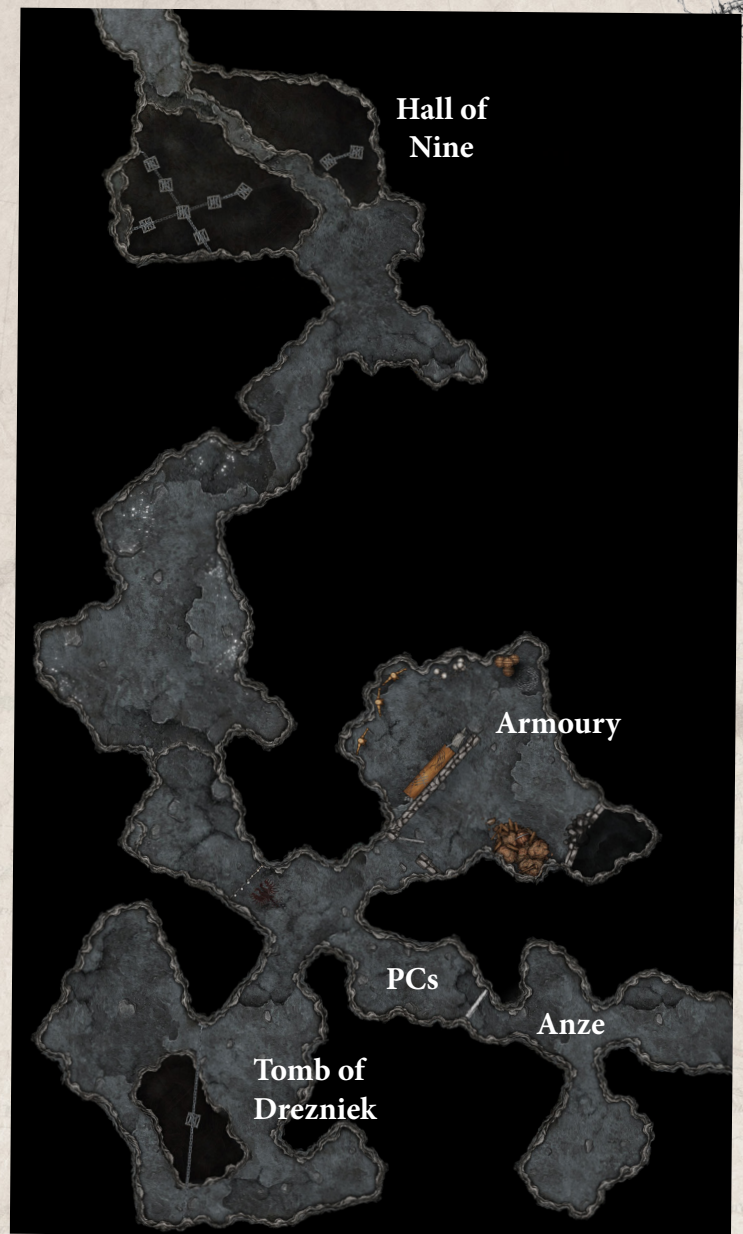
Unfortunately, the man who sold the PCs the monk's manuscript was none other than Amadej Anze, the notorious and cruel Yugoslav crime boss. Not knowing that the old manuscript he sold them was in any way valuable, he was *outraged* to hear that it contained a perfect map to a priceless sword. Believing the PCs swindled and embarrassed him, Anze is determined to get his revenge. He chased them into the tunnels of the castle, and is closing in on them.

The PCs start the action in a damp, cavern tunnel. The only thing separating them from the angry crime boss is a centuries-old metal door, which they managed to slam shut in a hurry and, miraculously, seems locked or jammed in place. Amadej Anze and his men pound on the door and hoarsely scream for them to surrender or “pay a swindlers’ ultimate price.” There is no going backwards for the heroes.

Just ahead of the PCs is a small chamber. A heavy portcullis blocks further travel, but two side tunnels lead in different directions. Carved on the limestone floor is a scuffed and worn two-headed eagle, the heraldry of Erazem the knight. Above the portcullis is a Latin carving that reads “*Foribus Pauperum*” – the “Pauper’s Portcullis” to anyone who understands Latin or makes a Moderate SCHOLAR roll to recall the name of the gate.

A keyhole is mounted to the side of the wall near the portcullis. The portcullis is still sturdy and secured. It easily weighs 1,000 lbs. and is far too heavy to lift. A Difficult LOCKPICKING (due to the dim light) only partially raises the portcullis by less than a foot before it gets jammed. Only a smallish person who makes a Very Difficult CONTORTION roll can squeeze underneath it.

The monk's manuscript in the PCs' possession ([Handout A](#)) contains a written warning that the Pauper's Portcullis can



only be opened with the “Key of Erazem,” which the PCs certainly do not have in their possession.

*GM's Note: Use Anze as a timer during this opening of the adventure. As the PCs explore the tunnels, Amadej Anze will scream and bang at the door. Every few minutes he'll go quiet (to rethink his approach), but then always resumes and escalates his threats. Eventually, his goons find something in the castle above to start battering the door down. Soon, and at the exact time to make a bad situation worse, the iron door will come crashing in and Anze and his two bodyguards come at the PCs.*

### **The North Cave Armoury**

The defenders of Predjama used these caves to secretly go in and out of the fortification to forage for supplies while the castle was under siege. The chamber to the north was once a makeshift armoury. Three suits of 15th century plate armor stand in the corner near wooden benches where sol-



diers used to change in and out of their armor. Spears lean against the cave wall, and a cold, rusted broadsword can be found tossed in the corner, the name "Drezniek" etched shoddily into the blade. If the PCs grab any of these weapons, treat them as *cheap*, as they are too old to be of quality.

If the PCs study the suits of armor, they'll find that they were well-used and typical from this period (an Easy SCHOLAR roll will confirm this). The suits of armor are too small for modern men.

### ***The South Cave – The Tomb of Drezniek***

The south cave has a large chasm in the middle of the chamber. The bottom of the chasm is not easily visible in the darkness. Dropping something down and making a Moderate INVESTIGATION roll reveals it plummets 20-feet to the rocky bottom.

Over the chasm hangs a suspended iron cage, a large chain holding it above the pit. A skeleton of a man is twisted inside it, a horrific look still on its visage.

On the curved, western wall of this chamber, the natural cave walls have been hewed into smoother stone. Carved into the stone is a warning in Latin. Large carved letters read, "*Proditor,*" or "*Traitor.*" Underneath is a longer inscription. Translated, it reads:

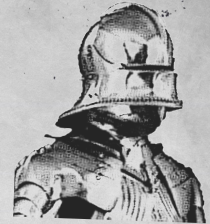
*"Here is the tomb of the traitor STEFAN Drezniek, condemned here for calling upon the devil to send messages to the heathens and betray our good knight Erazem. Let the key around his neck remind him that he is denied entrance to Heaven."*

An Easy SCHOLAR roll (thanks to their old manuscript) recalls the story Stefan Drezniek. He was a man who betrayed Erazem while the castle was under siege, giving the location of Erazem's toilet to the Habsburg attackers, who promptly fired a cannon at it when they saw the room lit by a candle, killing Erazem.

If the PCs examine the skeleton, a Difficult PERCEPTION roll (due to the darkness of dim flashlights) reveals that the skeleton has a key on a chain around his neck! The PC also spot that the man had an odd bone growth on his skull. There are hundreds of small, horny protrusions sticking emerging from one side of his skull, like coral gone amuck. A moderate MEDICINE roll chalks this up to a rare skull deformity... but it will still give the PC who sees it the creeps.

There is **9-foot gap** between the nearest ledge and the cage itself. Getting to the cage requires a good leap and then making a Moderate ACROBATICS roll to grab on to the iron

### **DREZNIEK'S ARMOR**



REFLEXES 2D, brawling 3D+1  
melee weapons 4D  
COORDINATION 1D  
search 3D, tracking 3D  
PHYSIQUE 3D, lifting 4D  
KNOWLEDGE 2D, security 3D  
scholar 2D+2  
PERCEPTION 1D  
PRESENCE 4D, intimidation 6D

Move: 8.                      Strength Damage: 3D.  
Fate Points: 0.              Character Points: 3.  
Wound levels: 3.

Plate Armor: +2 to damage resistance

Equipment: Spear (2D + Strength Damage) or broadsword (2D+2 + Strength Damage).

bars of the cage. With a run, this is a reasonable jump for most (anyone with a good run can make it).

If the PC fails to grab on to the cage, the PC slips off the cage and plummets 20-feet to the damp, rubble-strewn stone floor below for 3D damage. GMs running a more realistic game should determine a hit location for the fall. A PC can climb back out with a Moderate CLIMBING roll.

Once perched on the cage, the PC has to either wrench the cage door open or pick the medieval padlock that holds its door shut (the bars are too close together to allow someone to reach through and grab the key, although GMs may make exception for small PCs, like characters that are skinny or flexible). Picking the old lock is fairly easy, but doing it with one hand and in the dark (-3 unless someone accurately points a flashlight beam right on the lock) makes it Very Difficult. Wrenching the door open requires a Difficult LIFTING roll because of the lack of leverage. PCs can think of other solutions, like shooting the padlock.



### ***The Curse..?***

If the cage is disturbed (either opened or falling to the chasm below), the hateful spirit of Stefan Drezniek is released. This is a subtle event; the PCs may feel nothing more than a slight chill, or sulfurous breeze drift through the cavern. The malevolent spirit affects this scene in two ways, however. First, he possesses one of the suits of armor in the armoury. Second, he possesses one of Anze's weaker willed guards, giving him incredible toughness (+1D Armor). Ideally, the PCs leave this scene wondering if the tunnels are truly haunted... or if they just witnessed a strange, but still conceivable, string of events.



*GM Note: If Anze hears a gunshot, he'll tell his goons to come in firing, thinking the PCs are looking for a firefight!*

Escaping to safety from the cage is trickier than getting there in the first place. The PC can leap to the edge of the chasm, but needs to make a Moderate ACROBATICS roll to get a good push-off, otherwise he'll risk plummeting.

If a PC thinks to swing the cage back and forth to shorten the distance, that will work, reducing the jump difficulty. However, the swinging *fatigues* the chain holding the weight of the cage. As the PC swings the cage, roll 3D. On a 10 or less, the chain makes a horrible, metal-fatigue-imminent sound (scaring the PC, but still holding); on a 5 or less, it breaks free from the ceiling!

### ***The Cursed Suit of Armor***

Once the resting place of Stefan Drezniak is disturbed, the spirit takes refuge in his old suit of armor. Grabbing his old sword from the armoury (or failing that, a spear), he ruefully decides to ambush and kill the intruders. His initial tactic is to lure them back to the armoury, making rattling, metal-on-metal sounds to get them to return... lure them really close to one of the suits of armor, then *slash!*

If defeated, Drezniak creates an corporeal apparition of the man he used to be inside the armor. In an old Hungarian Slovenian dialect, he begs and pleads for his life, swearing he is a local sworn to protect Predjama Castle. Even PCs who know Slovenian find him difficult to understand.

Drezniak will keep this disguise up until he is ready to possess someone both weak willed and tough... like one of Anze's thugs... then he'll find an opportunity to disappear and renew his vengeance.

### ***Opening Pauper's Portcullis***

The portcullis open with a forceful turn of the key. However, the gears are stiff, and the portcullis will get jammed halfway up. Outside of a Heroic success with a suitable skill (e.g., REPAIRS, etc.) there is no way to get the portcullis to open further or close again.

### ***The Hall of Nine***

Beyond the portcullis is a final cavern chamber. A vast chasm separates the PCs from a worn ladder which climbs to the forest above. A narrow and damp stone pathway, just a few inches wide, crosses the depths. An eerie breeze whistles and swirls around this cavern.

Dangling from the cavern ceiling above the crevasse are nine more iron cages, each one containing a skeletal prisoner inside. Each prisoner has a crime written on his cage in large block lettering. In Latin: *Treason, Theft, Murder,*

*Blasphemy, Cowardice, Hedonism, Betrayal, Witchcraft,* and finally, furthest away from the ledge, *The False King*. This was the chamber where Erazam punished his kingdom's most traitorous... dangling here as a reminder for anyone who exited the secret tunnels that they dare not betray their king.

To escape the tunnels, the PCs must make their way across the narrow pathway. Inching across the bridge is arduous but safe. Moving faster, at a walking pace, requires a Moderate WILLPOWER roll to summon the courage and an Easy ACROBATICS roll to not lose balance.

Every few minutes, wind vents downwards and blows hard across the cavern, threatening to topple the PCs off the bridge. The PCs get the first warning as the cages rattle and spin from the gust picking up tempo. Then, any PC on the bridge must make an Easy ACROBATICS roll to hang on, unless they think to drop and grab on with legs and arms.

If a PC falls from the bridge, GMs should give them a chance to leap from the bridge to a nearby prisoner cage. A Moderate ACROBATICS or JUMPING roll lets the PC catch himself on a cage. Getting back to the bridge is harder – landing on the narrow 6" ledge requires the same roll but at Difficult! The PCs can think of clever workarounds for this difficulty, using ropes, etc., to pull the cage closer to the ledge. (However, a perfect time for Amadej Anze to walk in on the PCs would be when they are all dangling precariously...). Any PC who fails all their rolls and plummets into the depths takes 4D damage from the terrible fall.

### ***Escape Ladder***

Once the PCs make it across the bridge, they'll see a rusted iron ladder rising straight up into the darkness. Climbing this ladder for a few minutes finally escapes the hidden tunnels of Predjama.



### ***The Alexandrite Gem of the False King***

If the PCs study the decayed prisoners, a Difficult PERCEPTION roll (due to darkness) reveals that the furthest skeleton, the "False King" grasps a walnut-sized gem in his bony hand. As the PCs' flashlight bounces on the gemstone, it changes from sparkling blue to glittering purple in the light. A Moderate ARTIST or FORGERY roll identifies that this is Alexandrite, one of the rarest known gemstones! A Difficult SCHOLAR roll recalls that in 1481, Erazem fought a would-be usurper on the fields in front of Predjama Castle. In the middle of the duel, the usurper started coughing and choking, and fell down dead on the field. Examining his corpse, Erazem saw a gem lodged into the man's throat. The bishop declared that it was the work of the devil, who had given the man the gemstone so that he'd win the duel, but Erazem had God's blessing, and the devil's gem choked the usurper.





The Alexandrite Gem of the False King has been lost to history, but now the PCs have discovered it yet again!


Recovering the Alexandrite Gem is difficult and dangerous. PCs have to leap from the bridge to "Theft's" cage... to the False King's cage. The cages are close enough together that a Moderate ACROBATICS or JUMPING roll allows a leap from one cage to another. However, leaping on to Theft's cage causes a dozen or so small bats, who were sheltering inside, to flutter upwards, shrieking in terror.

Once the King's cage is reached, the PC must reach through the bars and grab the gem from the skeletal hand (which grasps it tightly). This requires a final Moderate SLEIGHT OF HAND roll to avoid knocking it loose. Failure indicates the gem falls awkwardly to the bottom of the cage, and requires either a Difficult SLEIGHT OF HAND roll to stretch and grab it or climbing down the cage to get closer (Moderate CLIMBING roll); a failure results in a dangerous slip!

Once the gem is gained, the PC must leap back to the narrow bridge (which requires a Difficult ACROBATICS or JUMPING roll unless the PC gets help from his friends somehow). If recovered, the rare, 5-carat alexandrite gem can be sold for over \$100,000 on the black market, or turned over to a large museum for a lesser reward (\$500) but a positive Reputation.

### ***Escape! And Trouble Again...***

Bursting into the light of the sun, the PCs find themselves surrounded by three of Amadej Anze's gun-wielding thugs. A Renault automobile idles nearby. A particularly brutish thug holds an elderly woman captive.

 The PCs' recognize the woman as TANJA BOHDANA, the local history professor who contacted them with the information that led them to the map. Furthermore, Tanja is Aleksandra Pavlovi's former history professor and Willy Van der Woodson's middle school tutor.

### **ANZE'S THUGS**

REFLEXES 2D, brawling 3D  
melee weapons 3D  
COORDINATION 2D  
lockpicking 3D  
marksmanship 3D  
PHYSIQUE 3D  
KNOWLEDGE 2D, security 3D  
PERCEPTION 2D, streetwise 3D  
PRESENCE 1D, intimidation 3D



Move: 10. Strength Damage: 2D.  
Fate Points: 0. Character Points: 2.  
Wound levels: 2.

Equipment: Nagant Revolver (3D+2). Small dagger (Strength Damage only).

If the thugs feel outmatched, one will run for the trunk of the Renault. In the trunk is a Steyr submachine gun (3D+2, can fire at three targets per round)

### **AMADEJ ANZE**

REFLEXES 2D, brawling 3D  
melee weapons 3D  
COORDINATION 2D+2,  
lockpicking 3D  
marksmanship 3D+2  
PHYSIQUE 3D+2,  
stamina 4D  
KNOWLEDGE 2D, security 3D,  
forgery 4D  
PERCEPTION 2D, streetwise 4D, gambling 4D  
search 3D  
PRESENCE 4D, command 5D, intimidation 5D



Move: 10. Strength Damage: 3D.  
Fate Points: 1. Character Points: 3.  
Wound levels: 2.

Equipment: Rast & Gasser revolver (4D)

Anze's men want to hold the PCs in place and wait for Anze. When Anze appears, he angrily scolds the PCs for leading him through the dangerous caves and endangering his men's lives. In exchange for the PC's lives, Anze demands the Sword of Erazem as payment.

Talking their way out of a gangster shakedown is difficult. A Good reaction roll or better, *plus* giving him the sword (or potentially the Alexandrite Gem, which the crime boss will appreciate *more*), lets the PCs depart without injury.



Otherwise, a skirmish is sure to break out. Once combat erupts, the PCs can battle it out with the thugs, run for cover in the dim woods, or try to steal Anze's Renault and escape. Once the fight turns against Anze, however, he'll try to make a fast getaway himself. His life is not worth an old sword.

*GM's Note: If the PCs already dispatched Amadej Anze in the caves, they can more easily talk their way out of this encounter. The thugs knew to wait for their boss in this area, but not exactly why. If the PCs can convince the thugs that Anze is dead or not around, a very good social roll or better will let the PCs talk their way out of the situation (it's harder to also get Tanja released); skills like Con or Intimidation can really help!*

### The Golden Hall, Vienna

Whatever the outcome of the Predjama Castle escape, the PCs can escape the Kingdom of Yugoslavia on the next flight out. Whatever the PC's next destination, the flight stops in Vienna before continuing on.

Minutes before they take off, they are approached by a harried courier who hands them a telegram (see [Handout B](#)). The telegram contains a royal invitation from the ARCHDUKE ANTON OF AUSTRIA, inviting them to attend his going-away part in Vienna at the Golden Hall in the Musikverein, one of the world's most famous concert halls. The telegram instructs the PCs to look for a man named LEONHARD BERG upon landing in Vienna.

A STREETWISE or CURRENT EVENTS (PEOPLE) roll recalls that the archduke's wife, PRINCESS ILEANA OF ROMANIA, has long despised Amadej Anze and his family, as her father always believed that the Anzes poisoned several of his relatives over the years. When the news got back to the princess that the PCs stood up (or embarrassed, or killed...) Amadej Anze, she was thrilled to personally thank them and invite them to her husband's going away party.

Upon landing in Vienna, the PCs are approached by Berg, a handsome, finely-attired manservant. He has arranged a Rolls Royce to take them to the elegant Hotel Beethoven, where they will receive a free, three night stay. If asked more about their invitation, Leonhard simply tells the PCs that they have earned the attention of the Princess of Romania, and that they should be delighted.

The party is set for the next day, Saturday, September 18th at 6pm in the Musikverein. The party's purpose is to celebrate Archduke Anton leaving Austria to join the Luftwaffe. He wants to impress both his wife as well as the local elite of Vienna by demonstrating that he's making a grand sacrifice for his country. However, the rumor is out there that the prince actually got *drafted* after several attempts to avoid service (a Moderate SCHOLAR roll discovers this truth).

The party is a glamorous affair. Over a hundred well-to-do and influential men and women circulate in the hall, chattering about recent events, the glory of the Nazi party, and the month's personal scandals. Several of the most talented members of the Austrian symphony are playing live music (Mozart, Beethoven, and Strauss, of course); expensive champagne and hors d'oeuvres are in constant circulation.

Even with an invitation, the PCs are not allowed into the event unless they are well-dressed and look the part (and arms are *strictly prohibited* unless the PCs either smuggle them in or are dressed in a proper Austrian or German military outfit). The hall guards are courteous but strict, and if the PCs show up underdressed, look to assist them finding proper attire. After all, the guards do not want to be the ones to blame if Princess Ileana's guests cannot show up!

Once admitted, the PCs are met by the familiar manservant Leonhard Berg and told to enjoy themselves. He says that the princess would like to speak with them personally — although the PCs are politely asked to wait until she is ready and they are summoned. On a good reaction or better, Leonhard introduces the PCs to one or more of the more esteemed guests of the party.

While they await the princess' call, the GM should ask each player what they're doing during the party. There's ample time to indulge in various food and drink, socializing with politicians and wealthy individuals, flirting with the princess' young friends, or just scrounging for gossip and rumors (see the sidebar for some examples). A successful Moderate CHARM roll earns the PC positive attention.






## ATTENDEES OF THE GOLDEN HALL

**CORONEL BENITO BLANCO** — A dashing and decorated colonel in Franco's *bando nacional* (Spain's fascist Nationalist party). Blanco was wounded in July's Battle of Brunete, which was a narrow win for the Nationalists. He still walks with a cane from a bullet that hit his hip, though he's optimistic he will recover soon and return to the war. Blanco is handsome, well-spoken, boisterous, and a true believer in the fascist takeover of Spain. He's especially excited that his party was able to win recognition from the Vatican just a few weeks ago, and he has just returned from Rome, fresh from helping with the political victory there. While the PCs are likely repulsed by Coronel Blanco's politics, he's a chivalrous man-of-action, and will quickly jump to the aid of anyone (with status) who needs help, especially the Princess Ileana.

**LIZZI HOLZSCHUH** — An Austrian singer and actress, she's celebrating the release of her new movie, *Zauber der Bohème* (*The Charm of La Bohème*). While Holzschuh had a small role in the film, she's the talk of the party for her quirky wit, silver screen looks, and love for oysters (all the flirtacious men in the room are constantly bringing her some, something the older attendees have comically dubbed the "dowry of oysters").

**MARIANNE ZOFF** — A famed, middle-aged Austrian opera singer. She is uncomfortable at this event (due to her half-Jewish ancestry), but feels obliged to attend at the Duke's behest. She avoids any notable fascists at the party, and instead converses with the wealthy patrons and donors of the Musikverein.

**ERNST DORNBERGER** — A German artillery officer, recently promoted (thanks to nepotism) as director of a new secret program for the Nazis. Dornberger is a heavy drinker, needs to feel important, and bad at keeping secrets. It doesn't take much to ply out of him that he's working on experimental rocketry for the Nazis.

 Observant PCs notice that Dornberger carries an attache case. Dornberger likes to be seen with it so he can impress people with scientific notes even he can't really understand. His notes, however, would be extraordinarily valuable to British, French, or American intelligence. Stealing the case from him would make quite the heist during the adventure, though the Austrian police will be quick to scramble into the action to recover the case the moment Dornberger reports that it is gone!

### *The Kurazos Infiltration*

Unbeknownst to its hosts, the party has been infiltrated by the **Kurazos Cult**, a hidden Romanian sect founded in the 16th century, but forced into hiding and now based in northern Scotland. One of the sect's leaders, **WILLIAM COTRUS**, secured an invitation to the party after discovering that Princess Ileana's locket holds the secret to the lost crown jewels of Ireland... and a clue to something the Kurazos Cult has sought for centuries. William Cotrus spends the party lurking near the bar and occasionally talking to



the bartender. It is doubtful the PCs will notice him until later in the party, unless they are specifically looking for wallflowers.

### *The Princess Calls*

A bit before 7:30, tables in the rear of the hall begin to be prepared for dinner service. Servants bustle around, bringing large and ornate, silver candlesticks to decorate the tables as expensive china and silverware are set at each place. In the middle of preparations, a well-dressed butler invites the PCs into the archduke's private dining room.

Princess Ileana is a dark-haired, young woman dressed in an elegant, but simple, v-necked gown. Three glorious strands of pearls are draped around her neck along with a mesmerizing ruby necklace. She is pleased to speak to the PCs. A charming woman, she is compassionate, down-to-earth, and full of questions for the heroes. Her husband, Archduke Anton, is bored but attentive; he is simply humoring his wife and excited to get back to his friends.

The princess asks the PCs to regale her guests with the tale of standing up to Amadej Anze. On a neutral reaction or better, she's pleased with the story. On a very good reaction or better, she becomes quite taken with the storyteller, and asks if he or she would be interested in working for the



## THE KURAZOS CULT

Any PC who makes a Moderate SCHOLAR roll will have heard of the secretive Kurazos Cult. The cult was founded in the Transylvania principality of Romania in 1593. Originally created to spy on ignoble Hungarian princes, the cult soon veered into the study of esoteric magic and unwholesome “genius rituals” designed to dramatically boost the intellect of its leaders, or even see into the future. By 1700, however, the cult had largely been chased out of Romania, though rumors that it moved across the sea to Ireland and Scotland have continued for centuries.

Archduke in the future (the archduke himself is nonplussed at this prospect).

### *Kurazos Strikes!*

At an appropriately dramatic part of the conversation with the princess, a piercing crack sounds (a Moderate KNOW-HOW roll identifies the sound as a grenade) and the heavy door to the private chamber bursts open. A red-faced, angry William Cotrus strides in, a large revolver in one hand, a venomous, spectacled cobra in the other! He shoots at the two guards by the door, and they fall over dead. He shouts in a loud voice, “Now you respect Kurazos! Now you respect me!”

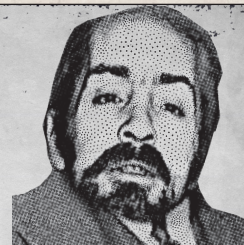
Thick smoke wafts in from the main Golden Hall as screams and shouts begin to sound throughout the building. (Cotrus set off a smoke grenade in the Golden Hall, which is now being evacuated.) He confidently aims his pistol at the princess and her husband, and demands the ruby from her neck. “Give to me what is around your neck, princess! And you and your cowardly husband will be spared! Hurry!”

Archduke Anton stands and demands to know who the man is. The Archduke is protective of his wife, but is also not especially courageous – he won’t do anything to challenge the armed man. Cotrus just keeps shouting his demand and walking closer to the princess. While Cotrus is willing to murder to recover the ruby necklace, he prefers a resolution where she gives it to him or he can snatch it off her throat and then make his escape.

The other guests of the private room are frozen in terror. If not stopped, Cotrus snatches the necklace and flees through the smoke-filled hall.

The PCs can apprehend Cotrus in a few ways, either through action or even fast-talking him long enough so that one of the military guests (likely Benito Blanco) arrive and rush him. Wrestling the gun from Cotrus takes quickness. If a PC happens to be near the door, he can strike to disarm or unready Cotrus’ gun.

## WILLIAM COTRUS

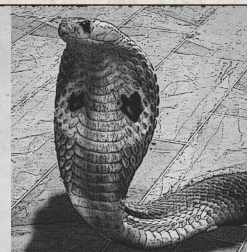


REFLEXES 2D, brawling 3D  
COORDINATION 2D+2,  
lockpicking 3D  
marksmanship 3D+2  
PHYSIQUE 3D, running 3D+2  
stamina 4D  
KNOWLEDGE 2D, security 3D,  
scholar 4D  
PERCEPTION 2D, streetwise 3D, gambling 3D  
search 3D, tracking 3D  
PRESENCE 2D, con 2D+2, intimidation 4D, willpower 4D

Move: 10. Strength Damage: 3D.  
Fate Points: 1. Character Points: 3.  
Wound levels: 2.

Equipment: Webley-Fosbery revolver (4D).

## SPECTACLED COBRA



REFLEXES 3D, brawling 3D  
dodge 4D, sneak 3D+2  
COORDINATION 1D,  
PHYSIQUE 1D  
stamina 2D  
KNOWLEDGE 1D  
PERCEPTION 2D, tracking 3D  
PRESENCE 2D+2, intimidation 3D

Move: 10. Strength Damage: 1D.  
Fate Points: 0. Character Points: 0.  
Wound levels: 1.

If bit, victim must make a Difficult Stamina roll after 10 minutes, and every three hours thereafter for one day. Failure does reduces Coordination and Reflexes to 1D, and drops the victim to Severely Wounded.

If Cotrus escapes with the necklace, the GM should allow the PCs to give chase through the hall. Confused soldiers and royal guards will demand that they halt! Ultimately, Cotrus is neither fast nor familiar with the streets of Vienna and is likely the PCs will be able to apprehend him. (But if not, that’s okay, see below).

### *Ileana’s Ruby*

If Cotrus is apprehended and questioned, the fanatic won’t talk except by arrogantly muttering how the necklace’s “secret” belongs to Kurazos, and how he’ll be replaced by “dozens more like him.”

Eventually, the police take custody of Cotrus. They will not likely allow the PCs to see him again. If the PCs can negotiate a few minutes with Cotrus, and succeed at an INTIMI-



DATION roll, they will trick him into revealing that the ruby itself is worthless to the cult, and that he would have simply thrown it away shortly after stealing it. “Kurazos seeks those who have already stolen the trinket!” he cryptically states.

Wondering why the ruby was so valuable to the man, the Princess Ileana allows the PCs to examine her necklace. Elaborate silver prongs hold the large, blood red gemstone in place.

- If asked about the necklace, the princess explains that her father, King Ferdinand of Romania, gave it to her on her 16th birthday. “My great-grandmother had it, but it had been stolen and lost for many years. It was recovered before my birthday.”
- A Moderate SCHOLAR or BUSINESS roll values the 20-carat ruby at a hundred thousand dollars or more, making it easily one of the most valuable rubies in existence.
- An Easy PERCEPTION roll identifies a small inscription on the back of the ruby, mostly covered by the casing. The PCs can pry the gemstone out to better see it (or a Moderate SLEIGHT OF HAND roll will do it properly). The tiny inscription spells out the strange Gaelic name “Gormghiolla Daigh” (Gurm-yu-la Dai). The princess attests she has never given any thought to that name before, thinking that perhaps it was the jeweler who made her necklace.

*GM’s Note: In the unlikely event Cotrus actually escaped with the ruby necklace, the princess will explain that – in the event her precious valuables were stolen – she had photos taken of her jewelery. With the photos, the PCs will be able to get the same information above.*

A Difficult SCHOLAR roll reveals that “Gormghiolla Daigh” is an antiquated, but meaningless, Gaelic proper name. Any deeper information is unknown to the PCs, or any of the princess’ attendants.

The GM should allow the PCs to use contacts, social skills, RESEARCH rolls, or other appropriate means to find out more about this inscription. Eventually, they should be led to a junior professor named ROISIN BAUER (“Ro-sheen”), a Gaelic historian who lectures at the University of Vienna. If the PCs reach a dead-end in their search, the helpful and attentive footman Leonhard Berg points them to Roisin (“an in-the-know old girlfriend of mine... quite the expert on Gaelic minutiae... and other details which are even smaller than minutiae... honestly, some of which I never hope to hear her chatter about again...”). He volunteers to make an introduction.

## Department of History, University of Vienna

Roisin Bauer can be found in her office the next morning. Her office is small, barely big enough for her and a couple students, and piled with thick, dusty books with long titles written in Gaelic. A faded map of the British Isles hangs on the wall. Colored pins are pushed into a hundred locales on the map, mostly in western Europe.

Roisin is a sharply-dressed woman in her early thirties. Unlike many of the other professors here, her attire is well-tended and modern. She is enthusiastic to meet anyone interested in her work, as she rarely gets attention other than from her students. Even on a Neutral reaction, she’ll be helpful.

If asked about the name “Gormghiolla Daigh” she will grow excited and flip through several of her old tomes to show mentions of the name. The name, she explains, belongs to a secret cabal of master thieves and sometimes cat burglars:

*“All of the greatest heists – Josephine’s emeralds in 1810, the Mona Lisa of Pearls in 1913, half the times the French Blue diamond vanished, all said to be performed by the masters of Gormghiolla Daigh.”*

*“But their greatest theft was said to be the Diamond Star of the Grand Master of the Order of St. Patrick, part of the so-called ‘Irish Crown Jewels’ that disappeared without a trace in July of 1907. What made the star’s theft special, however, is that it was supposedly unstealable. When the star was created in the late 18th century, it was blessed in a secret ceremony, with the words ‘Quis Separabit’ engraved on the back. The blessing was said to make the jewels impossible to steal, and several attempted thefts were miraculously foiled over the years.*

*“In 1906, a letter was found on a dead body in the coastal village of Doolin, in County Clare Ireland. It was reported in the local newspaper. The letter mentioned both Gormghiolla Daigh and the Diamond Star. Furthermore, it alluded to a story no one had ever heard – that whoever stole the unstealable star would, in turn, become an uncatchable ‘ur-thief. Steal the star, and you’d then never get caught stealing anything from anywhere or anyone. You can imagine why it was quite a prize for Gormghiolla Daigh!”*

*“And the following year, the Irish Crown Jewels vanished and were never recovered.”*

She goes on to explain that the legend says that the elders of Gormghiolla Daigh abduct young children and train them to be elite thieves by the time they are teenagers. “Reconnaissance, sleight of hand, athletic burglary, the



stealth arts from the Orient... all taught to them before they can grow a beard.”

Roisin also says that the rumored headquarters of Gormghiolla Daigh is the old Doonagore Castle, located on the western coast of Ireland, not too far from the village of Doolin. “But all that’s left of that castle is just the tower, so it’s doubtful they are creeping around there anymore.”

Finally, Roisin explains that while the existence of the Gormghiolla Daigh has never been confirmed by authorities, she has seen enough reference to it over the years to believe that it does exist in some form.

Shortly after revealing what she knows about Gormghiolla Daigh, Roisin offhandedly mentions to the PCs that they are the *second* ones to ask her about the secret society in recent days. She describes a handsome Italian man who visited her office just days ago. “In fact,” she adds, “he sent me a gift that arrived this morning” – and points to an expensive bottle of Tuscan wine on her shelf. If asked more about this man, she only knows his name was LUDO, and that he claimed to be researching a new novel about a man on the run from underworld criminals.

*GM’s Note: Roisin’s previous guest is Ludo Bocchi, a senior member of OVRA, the Italian secret police. Working with the German Gestapo, Ludo is also searching for the headquarters of the master thieves of Gormghiolla Daigh in the hopes that he can steal back the Irish Crown Jewels, therefore giving them a unstoppable aid in stealing secrets of their own.*

(If the PCs investigate the gift wine, they find that it is authentic and ordinary... Ludo *never* poisons ladies!)



### **The Janitor, The Spy**

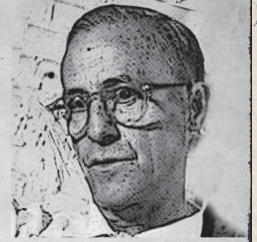
When Ludo departed the university, he paid a janitor to keep an eye on Roisin Bauer, nervous that she might lead others to Gormghiolla Daigh and Doonagore Castle.

As the PCs are conversing with Roisin, a Difficult PERCEPTION notices a suspicious shadow stationed particularly close to her door, visible through its reeded glass pane. Closer examination looks like the figure is clearly eavesdropping on the conversation.

The skulker is JONAS STEINER, the lonely janitor assigned to the Department of History. Ludo paid him handsomely to keep an eye on Roisin, and phone him immediately if anyone else came and asked about Gormghiolla Daigh.

If the PCs do nothing (or don’t notice), Jonas vanishes shortly after the name Gormghiolla Daigh is mentioned. He quickly moves down the hall to an empty office and uses the

## **JONAS STEINER**



REFLEXES 2D, brawling 3D,  
dodge 2D+1, melee weapons 3D,  
sneak 2D+1  
COORDINATION 2D,  
PHYSIQUE 2D+1, running 3D  
KNOWLEDGE 2D, security 3D,  
scholar 3D  
PERCEPTION 3D,  
repair 4D  
PRESENCE 2D

Move: 10.

Fate Points: 0.

Wound levels: 2.

Strength Damage: 2D.

Character Points: 2.

Equipment: Screwdriver (Strength Damage); janitor keys;

phone to call Ludo’s messaging service.

- If surprised or chased, Jonas throws a few punches and then tries to escape through the halls, using his keys and familiarity with the university to his advantage.
- If Jonas is apprehended – and believes there is no way to get away – he comes clean, and explains that an Italian man paid him a month’s salary to watch Roisin.
- If intimidated or interrogated, he’ll reluctantly admit that he was specifically asked to listen for mentions of Gormghiolla Daigh or Doonagore Castle.
- If Jonas’ university job is threatened, he will beg to retain it, genuinely promising to never contact the Italians again. If reported and fired from his job, however, Jonas will hold a grudge against the PCs and Roisin, and look for a way to get revenge on them later (which definitely includes contacting Ludo and warning him that they are on his trail).
- If Jonas is searched, the only interesting belonging he has is a calling card labeled “Perchloroethylene and Supplies” (**Handout C**). A Moderate Know-How roll recalls that perchloroethylene is a chemical used in dry cleaning.
- If the PCs call Ludo’s 4-digit, Berlin-based messaging service number, a short-tempered German woman named ILSA picks up. She uses the cover of a laundry service in Berlin. In reality, the number contacts the German Gestapo secret police, but only the best contacts, patrons, or investigative skills will be able to confirm this fact. If the PCs somehow break through the Gestapo’s cover, they’ll learn that the Ludo and half a dozen Gestapo armed officers have set off for Doonagore Castle.

At this point, the PCs likely realize that the Italian secret police – and perhaps the German Gestapo – are hunting



for the Irish Crown Jewels. Their only lead is the old Gormghiolla Daigh headquarters, Doonagore Castle.

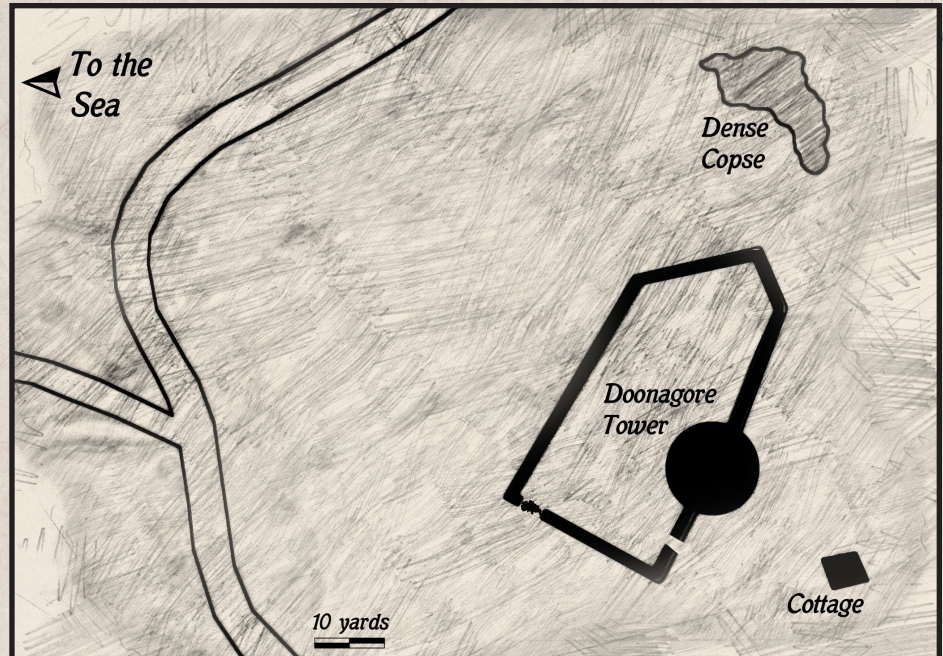
The closest airport to Doonagore Castle is in Galway. Galway is located about a two hour drive north of Doonagore. If the PCs have access to a private plane (or can fast-talk a private pilot), they can attempt to save time and land on one of the dirt roads near the castle. This maneuver requires a Difficult PILOTING roll; failure indicates that the plane lands roughly and takes enough damage that it needs a mechanic before being able to fly safely again.

### Doonagore Castle, Ireland

Doonagore is a sandstone castle located on the western, central shore of Ireland, a few minutes drive from the village of Doolin. The castle overlooks the Atlantic Ocean, though the fog off the coast is utterly impenetrable.

The castle's most prominent structure is a four-story, cylindrical tower house, which is surrounded by a wall. A small, ramshackle cottage sits thirty yards away from the tower. The castle is in disrepair. A makeshift radio antenna has been erected at the top of the tower.

If the PCs approach the castle stealthily, they will spot Gestapo guards patrolling outside the tower wall. An OBSERVATION roll (modified for whatever darkness penalties the time of day may bring) reveals that there are four guards outside the tower, but at one point, one of the guards signals to at least one additional guard inside the tower. All of the guards are armed with Walther PPK pistols, except for its *Oberleutnant*, who is in command and armed with a sub-machine gun.



If Ludo Bocchi was warned by Jonas that the PCs were heading to Doonagore, his men will be on alert. Three additional Gestapo soldiers, each with a submachine gun, will be mounted on motorcycles and hidden in the copse north of the castle. They are ready to violently spring into action if they spot intruders or hear an alarm.

If the PCs arrived at the castle especially quickly (probably because they landed directly outside the castle), they see and hear a motorboat leaving from the shore near the castle and disappearing into the ocean fog. A Very Difficult PERCEPTION roll (due to the fog) spots that there are at least five men, additional to the ones guarding the tower, on the boat. One of the men is bound and being held at gunpoint. The boat holds Ludo Bocchi, his Gestapo allies, and MICHEÁL FINN, one of the master thieves of Gormghiolla Daigh.


#### The Ramshackle Cottage

The simple, one-room cottage outside the castle tower has been abandoned for a hundred years. A lone, spotted moiled cow grazes on the grass nearby. The cow is gentle, easily spooked, and *loud*. Clever PCs can use the cow as part of a distraction, but the animal can also spoil any plans that they have to be stealthy in the area.

Inside the old cottage are three newly-purchased motorcycles. If Ludo Bocchi was warned that the PCs were on his trail, the motorcycles won't be here – instead, they will have been taken to the dense copse, ready to ambush the PCs.





 A Moderate SEARCH roll finds a silver cufflink under a wood chair near the wall of the cottage (see [Handout E](#)). The cufflink is engraved with a mountain-like symbol and the word “Kurazos.” The cufflink was dropped by HORST WINKLER, the Gestapo *Oberleutnant* and also a secret member of the Kurazos cult. If a Difficult SEARCH roll is made, the PCs also find a pearl diadem hidden in a bird’s nest on top of a high rafter. This is the long-lost diadem of Queen Catherine Howard, and one of Gormghiolla Daigh’s earliest thefts. It was smuggled from the tower and hidden by Winkler. For more details on the Kurazos infiltration of the Gestapo, see the section, *Extending the Adventure*.

### **Doonagore’s Walls**

The 10’ walls of Doonagore can be scaled with a Difficult CLIMBING roll. The southern wall, however, has partially collapsed – an Easy CLIMBING roll allows easy entry into the courtyard.

An open doorway south of the tower also allows entry. The old oak door that once protected this entry has been recently forced open; the door lay splintered just inside the walls. Two Gestapo guards will be stationed at this entrance at all times.

### **Doonagore’s Courtyard**

Three dead bodies lie inside the walls of Doonagore. They are young men, dressed in black, expensive wool sweaters. Two of the men’s hands are tied behind their backs; they have been shot from behind. The third has handcuffs on, but he seems to have slipped free of one of the cuffs. This one was shot from the front.

*GM’s Note: These men were members of Gormghiolla Daigh. Caught by surprise by the Germans, they were captured, interrogated, and then executed.*

### **Doonagore Tower**

Sixty-eight steps spiral upwards into the Doonagore tower. The first three stories of Doonagore Tower are completely abandoned and non-descript – each floor is open and undecorated. Only some rubble, a few old benches, and broken glass mark each floor.

The top floor, however, is different. A limestone stone wall bisects the circular chamber at the top. An Easy KNOW-HOW roll identifies the wall as much more modern than the surrounding sandstone walls. A Moderate PERCEPTION roll identifies the hidden outline of a secret door in this wall. While this door once at an intricate locking mechanism, the Germans destroyed it when they forced their way in. Now, the door can be opened by shouldering it open.

## **THE ASSAULT ON DOONAGORE**

After learning that Doonagore was one of the secret meeting places of Gormghiolla Daigh, Ludo Bocchi and his Gestapo allies surrounded and stormed the castle under the cover of darkness. The members of Gormghiolla Daigh were surprised and outmatched. Most of them were quickly gunned down, but three of them fled into a secret room at the top of the tower.

The Gestapo forced their way into the tower and captured Micheál Finn, Gormghiolla Daigh’s “master of the tower.” They tortured him for the information as to where he kept the Irish Crown Jewels. Under duress, Micheál revealed that the treasure was kept on the mysterious, rocky island of Spéirling, located in an eternal fog bank just off the coast of the Doonagore, buried within an ancient amber tree, and also rumored to be the very tree that once held the legendary Merlin.

Not trusting Finn, Ludo took him captive and ordered a boat brought in from the nearby village. He plans to recover the jewels, execute Finn, and then dump his body into the ocean.

Concerned about attracting attention from the nearby village, Ludo ordered the rest of his forces to guard the tower, scare away any locals, and kill anyone who looked like they were interfering.

If the PCs manage to capture and interrogate any Gestapo guards, all they will know is that they are on a secret mission to recover some sort of treasure, that Ludo is in charge (who they don’t especially like), and that he left with one of the locals to go to the island located a couple miles offshore.

### **GESTAPO AGENT**

REFLEXES 2D, brawling 3D,  
dodge 3D, melee weapons 3D  
COORDINATION 2D,  
marksmanship 3D  
PHYSIQUE 2D, lifting 3D  
stamina 4D  
KNOWLEDGE 2D, medicine 3D,  
PERCEPTION 2D, investigation 3D, search 2D+2  
PRESENCE 2D+1, command 3D, intimidation 3D



Move: 10.                      Strength Damage: 2D.  
Fate Points: 0.                Character Points: 2.  
Wound levels: 2.

Equipment: Either a Walther PPK (4D) or a Bergmann submachine gun (3D+2, can fire at three targets per round).




### Gormghiolla Daigh's Secret Meeting Place

The hidden, semi-circular chamber at the top of the tower is one of Gormghiolla Daigh's secret meeting places. The room is surrounded by shelves of dusty books, most of which have been violently pulled down on to the floor. A polished hexagonal table is the centerpiece of the room. Lying on the table is the murdered corpse of a woman – another black-clad member of Gormghiolla Daigh.

A single, barred window in this room overlooks the fog-shrouded Atlantic Ocean to the west.

Searching the room reveals a set of bloody pliers and recently removed fingernails left on a grisly newspaper dated from a few days ago. The books mostly feature architectural plans of some of the world's most well-known banks, museums, and palaces.

 A thorough search and a Moderate SEARCH roll finds a small, torn label marked "Pearl Diadem worn by Queen Catherine Howard." Elsewhere in the room, a wooden case is smashed into pieces, but looks appropriately sized to display the pearls. A Difficult SCHOLAR roll reveals that the pearl diadem was a gift given to the Queen of England by her husband, Henry VIII. According to a story, the diadem disappeared one day, and Henry accused Catherine of giving it to one of her illicit lovers as an insult to the king. The argument helped lead to Catherine's execution, and the diadem was never found. There is no sign of the pearl diadem in the room. The pearl necklace was actually stolen and hidden by Horst Winkler, the Gestapo Oberleutnant, in an effort to smuggle the diadem out of the country without his superiors knowing. He hid the diadem in the rafters of the the abandoned cottage.

As the PCs make sense of the secret meeting place, a Moderate PERCEPTION roll hears a muffled scuffling from behind one of the room's shelves. Another Moderate SEARCH roll discovers that one of the shelves swings open, revealing a hidden storage space behind it. Curled up in the tight storage space is a red-haired, dark eyed thirteen year old girl, CATRIONA.

A young trainee of Gormghiolla Daigh, Catriona was ordered to hide in the secret area shortly before the Germans broke in. While the girl fears strangers, she is remarkably calm given the situation. When she understands that the PCs are not foes, she angrily explains that she was forced inside by her mentor, Micheál Finn. She winces as she describes what could only be his torture:

*"Poor Micheál's will eventually gave out, and he told those terrible men about our obfuscated Isle of Spéirling, which is where we keep some of our most precious treasures."*

### CATRIONA



REFLEXES 4D, sneak 5D  
dodge 5D+1  
COORDINATION 4D,  
lockpicking 5D, sleight of hand 5D  
PHYSIQUE 2D, climbing 4D,  
stamina 3D,  
KNOWLEDGE 2D, scholar 3D  
PERCEPTION 3D, hide 5D  
investigation 4D, search 4D, security 4D,  
streetwise 4D  
PRESENCE 2D, persuasion 2D+2

Move: 10.                      Strength Damage: 2D.  
Fate Points: 1.              Character Points: 3.  
Wound levels: 2.

Equipment: Fine dagger (1D + Strength Damage); lock-picks.

Catriona gestures through the window of the upper room:

*"There, about a mile offshore, hidden in rocky waters and fog that the Lord himself can't see through. I heard an Italian man tell Micheál that he'd take him there on a 'one way boat ticket'."*

- If asked more about the island, Catriona digs through the fallen books until she finds one with a green leather binding. She flips through it and shows the PCs a photograph of the Isle of Spéirling and its strange tree at the center (see **Handout D**). She reluctantly explains that Gormghiolla Daigh initiations happen at the tree. Examining the manuscript page and making a Difficult SCHOLAR roll recognizes the Gaelic phrase in the article as an old prayer for good fortune, one that may have originated from pre-Christian times.
- If asked about Ludo, whom she only knows as "the Italian man" she confirms that he took Micheál Finn to the Isle of Speirling. She also says that he had one of the Germans erect a radio antenna on top of the tower to "signal the boat". (If the PCs interrogate one of the Gestapo agents about this, they'll find out that there is a German U-boat, the U-34, somewhere nearby.)
- If asked about her family, she'll admonish the PCs that "she has no family other than Gormghiolla Daigh."
- If asked more about Gormghiolla Daigh, she'll refuse to answer. "We're a *secret* cabal for a reason, you langer!" However, on a Very Good or better reaction roll, she'll admit that Gormghiolla Daigh has been laying low every since de Valera became president. "Micheál says he's always trying to get us to help him, but we won't."
- If asked how to get to the secret isle, Catriona admits



she's never been there herself, but Micheál and the others kept a sturdy rowboat not too far from the castle. She can show the PCs where the boat is hidden. In exchange for the location of the boat, she'll insist on coming with the PCs to help rescue her friend and get revenge for the deaths of the her mentors. She can be talked out of this idea with some good roleplaying or social skill use.

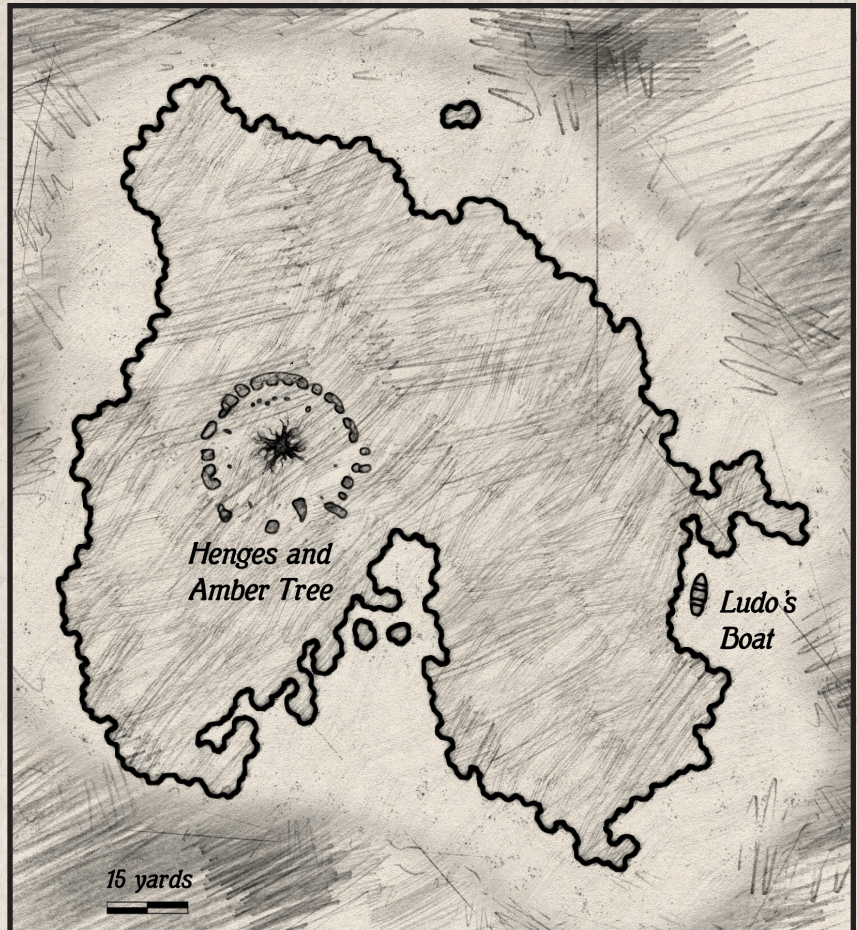
- If Catriona is left alone with any captive Gestapo agents, she'll definitely find some unusual ways to get revenge on them, just short of killing them (tying them to the old cow and dragging the Germans around the rocky island would be a favorite of hers).

### The Isle of Spéirling, Ireland

The tiny, rocky Isle of Spéirling is located a little less than a mile from the shore. It is impossible to see from the shore – an eternal fog obscures the island at all times. Furthermore, the water's strong currents tend to cause boats to circle aimlessly just out of sight of the island. While a few locals know that there's an island offshore here, they see no reason to venture there.

The island itself is barren, covered in wet scree and slick boulders, and otherwise unremarkable. The sole exception is a circular henge in the center of the island, which surrounds the Amber Tree, a beautiful, otherworldly oak tree that has fossilized into a golden yellow.

There are two ways to get to the Isle of Spéirling. First, the PCs can take Gormghiolla Daigh's wooden rowboat, hidden behind a wood pile not too far from the rocky beach. Second, if the PCs brought their own plane, they can potentially fly to the island (though landing is extremely difficult as there's only a few hundred yards of "just flat enough" ter-



rain on the island to land!)

The journey by sea takes 15 minutes. Navigating the short distance through thick fog and choppy seas requires a Difficult NAVIGATION roll. A successful Moderate PILOTING roll helps keep the rowboat on course in the rough waters, reducing the difficulty of the NAVIGATION roll. If the PCs think to light a pyre on shore to help them keep their bearings, reduce the difficulty further. Each point by which the roll is failed adds 10 minutes to the journey time. A bad failure might indicate the PCs get lost somewhere in the open ocean!

Flying a plane through the fog requires a Moderate PILOTING roll to spot the island. Landing the plane on the tiny island requires a Very Difficult PILOTING roll to land with flaps and avoid the rocky outcroppings! A failure indicates that the plane spins out on scree and takes moderate to severe damage. Obviously, flying a plane to the island ruins any chance of surprise. (In the event the PCs have a supply of parachutes, a Moderate COORDINATION roll at lands safely on the island. Failure indicates splashing down in the rough waters, forcing a Difficult SWIMMING roll to make it to shore!)





### ***Ludo's Boat***

Ludo and the Gestapo agents moored their motorboat on the eastern shore of the island. If he knows that the PCs were on his trail, he assigns a Gestapo agent, armed with a submachine gun, to guard the boat.

### ***The Henges and the Amber Tree***

The centerpiece of this mysterious island is a long-dead, ancient oak tree. The entire tree has turned to amber; at twilight, the effect is that the oak glows and looks ethereal.

The tree is sacred to Gormghiolla Daigh.

Trapped in the trunk of the tree is what appears to be the corpse of a hunched and wizened figure. The man looks decayed and ancient as time itself, and while the amber of the tree has preserved most of him, his bearded visage is gaunt and horrifying, even through the thick translucence of the amber. How this petrified man got trapped inside the amber of the tree is beyond explanation.

An Easy PERCEPTION roll spots that the clawed hand of the man holds the **Diamond Star of the Grand Master of the Order of St. Patrick**, the prized mainstay of the Irish Crown Jewels. Freeing the star from the tree looks to be impossible without chopping into the tree.

### ***The Confrontation with Ludo***

Ludo Bocchi's plan is to recover the Diamond Star from the isle and then make his escape via German U-boat which is located not too far from the coast.

If the PCs were able to get to the island quickly and stealthily, they'll see Ludo and six Gestapo agents surrounding the tree. Ludo talks angrily towards Micheál Finn, who is on his knees, bloody and bound, but defiant and unwilling to talk. Ludo curses at the man and gestures wildly towards the tree. If the PCs can sneak within earshot, they will hear Ludo beginning to lose his temper:

*"What is this trickery? How do I recover the jewels from inside this tree? Tell me, Micheál... else I'll have these men do horrible things to your body. I don't want it to come to that, but you saw what they did to your friends already..."*

If the PCs are patient, they will also hear one of the Gestapo agents remind Ludo (in German) that there is a German U-boat off the shore to the west, and that all he has to do is signal them and the U-boat will "annihilate the island with all the wrath of German firepower."

Eventually, Ludo gets frustrated and orders two of his men to return to the motorboat to retrieve a hatchet from the toolkit so he can chop into the tree and recover the Diamond Star. This may be an good opportunity for the PCs

### **LUDO BOCCHI**



REFLEXES 3D, brawling 4D,  
dodge 3D+1, melee weapons 4D  
COORDINATION 2D,  
marksmanship 4D  
PHYSIQUE 4D, climbing 4D+1,  
stamina 4D+1,  
KNOWLEDGE 2D, medicine 3D,  
scholar 3D  
PERCEPTION 3D,  
investigation 4D, search 4D  
PRESENCE 3D, command 4D, intimidation 4D

Move: 10.

Fate Points: 1.

Wound levels: 2.

Strength Damage: 4D.

Character Points: 3.

Equipment: Brass knuckles (Strength Damage +1), Beretta pistol (4D), flare gun, large knife (1D + Strength Damage).

### **FROGMEN**



REFLEXES 2D, brawling 4D,  
dodge 3D, melee weapons 4D,  
sneak 4D  
COORDINATION 2D,  
marksmanship 3D  
PHYSIQUE 3D+2, stamina 5D,  
swimming 5D  
KNOWLEDGE 2D, medicine 3D,  
scholar 3D  
PERCEPTION 2D,  
investigation 3D, search 2D+2  
PRESENCE 2D+1, command 3D, intimidation 3D

Move: 10.

Fate Points: 0.

Wound levels: 2.

Strength Damage: 3D.

Character Points: 2.

Equipment: Fine large knife (1D+1 + Strength Damage), stick grenade (6D).

to ambush the agents and disguise themselves in their uniforms to get close to Ludo.

When the agents return, Ludo gives Micheál Finn one more chance to reveal to him how to retrieve the jewels. When Micheál Finn refuses, spitting on the Italian officer, Ludo executes him and then orders the Gestapo agents to chop into the tree to recover the Diamond Star. Chopping through the amber will take some time, and hopefully, the PCs have intervened before this point!



If the PCs arrived more than two hours after Ludo, the PCs find Ludo and the agents in the middle of chopping the tree down, each taking turn with a hatchet. Micheál Finn's executed body is thrown behind one of the henge structures.

If the PCs were not stealthy in their island approach, Ludo will be waiting for the PCs at the tree. He will have two armed agents with him, one back at the boat, and three more hidden behind the henges. If Micheál Finn is still alive, he'll have him tied up and nearby, ready to use him as a hostage in the event the PCs somehow get the upper hand.

It will be all-but-impossible to dissuade Ludo from trying to retrieve the Diamond Star from inside the Amber Tree. He is getting paid handsomely by the Germans to retrieve this artifact, his men are fanatics, and he believes that the U-boat offshore guarantees his success. He will not consider surrendering until all hope looks lost.

### **The U-34 and the Frogmen**

At any point Ludo is feeling outmatched, or he feels like he is stuck in a stalemate with the PCs, he fires his flare gun into the air. This action signals the U-34, a German U-boat to breach from the waters off the coast of the island. Due to the fog, a Difficult PERCEPTION roll will be required to see the U-boat at first!

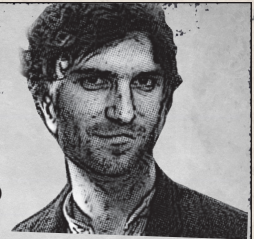
The U-boat will take two actions after surfacing. First, it will begin to fire away with its deck gun at any exposed targets on the island. This barrage is mostly for dramatic effect and to keep the PCs' heads down so that Ludo can finish his mission to recover the Irish Crown Jewels. Due to the submarine's range, and the fact that its powerful deck gun will atomize any soft targets, it is highly suggested that it only hits exposed PCs on MARKSMANSHIP 5D Very Difficult hit (roll of 21+), and even then for an indirect 4D+1 explosive damage.

Second, the U-boat dispatches three, elite Italian frogmen to swim to shore to help Ludo. The frogmen will stealthily make their way through the choppy waters, sneak on to the island, and then attempt to ambush the PCs. Spotting the black-clad frogmen in the rough waters is exceptionally difficult. It takes the frogmen a few minutes to get to the island. If the PCs have already dispatched Ludo and his goons, they'll look for a clever angle to ambush the PCs when they least expect it, perhaps once they go to investigate the amber tree or if they try to leave the island by boat.

### **The Diamond Star and the Amber Tree**

The Diamond Star of the Grand Master of the Order of St. Patrick is embedded inside the translucent amber of the mysterious Amber Tree, clutched in the hand of the wiz-

## **MICHEÁL FINN**



REFLEXES 4D, sneak 5D  
dodge 4D+1  
COORDINATION 4D,  
lockpicking 6D, sleight of hand 6D  
PHYSIQUE 3D, climbing 4D,  
stamina 4D,  
KNOWLEDGE 2D, scholar 3D  
PERCEPTION 3D, hide 4D  
investigation 4D, search 4D, security 6D,  
streetwise 4D  
PRESENCE 2D, persuasion 3D

Move: 10.                      Strength Damage: 2D.  
Fate Points: 1.                Character Points: 3.  
Wound levels: 2. (Wounded when found)

Equipment: None.

ened old figure. An Easy SCHOLAR roll recalls many Gaelic legends about old sages trapped inside trees. The most well-known story, of course, is that Nimue, the Lady of the Lake herself, trapped a lovestruck Merlin inside a tree. Whether this figure trapped in the tree is Merlin or not is entirely up to the GM; it is intentionally left a mystery.

If the GM wants to play up the supernatural aspect of the finale, there are several ways to do so:

- Anyone who cuts into the tree begins to awaken the entombed figure. At some dramatic moment (and preferably to one of the Gestapo agents...), the wizened figure's eyes slowly open... and then his withered hand reaches out and grapples the tree's attacker (treat it as Physique 5D, Coordination 3D+2). The figure then relentlessly pulls the victim into the amber of the tree, which seems to soften enough to allow the victim to pass through. Eventually, the victim suffers a horrific, suffocating death inside the amber of the tree, entwined with his killer.
- If any members of Gormghiollda Daigh are alive at the finale of the adventure (like Micheál Finn or Catrionna), they will approach the tree and say a few Gaelic words. The figure inside the tree then awakens, slowly pushes his hand through the amber, and then hands them the Diamond Star.
- Similarly, if a PC approaches the tree and speaks the Gaelic words on the book page that references the Isle of Spéirling (**Handout D**), the entombed figure will hand the PC the Diamond Star.

## **Conclusion**

Whether by force or with cunning, the PCs should be able to stop Ludo, retrieve the Diamond Star, and escape the island.



If Micheál Finn is still alive, he will politely thank the PCs for his rescue. He is distraught that his friends and trainees have been killed, though will be relieved to hear Catriona is alive. If he is asked more about Gormghiolla Daigh, he will simply say that they have many other hiding places in the isles, and not to worry too much about the fate of the cabal.

At first, Micheál Finn insists on retrieving the Diamond Star so that he can hide it again somewhere else. However, if the PCs argue that they should keep it, or return it, he'll find the thought amusing and consider it. "To tell you the truth, we didn't use the Diamond Star o' St. Patrick very much... you see, it made our jobs *too easy*. And where's the fun in that?"

Keeping the Star for themselves, of course, makes the PCs a target for the others who know about its existence, such as Axis treasure hunters, the Kurazos Cult, and perhaps others from Gormghiolla Daigh. In a true one-shot adventure, it may be best if Catriona pickpockets the star and vanishes into the darkness while the credits roll.

For completing the adventure, the PCs should receive 1 Fate Point and 5-8 Character Points based on performance. They also receive 2-3 Character Points for good roleplaying and teamwork. Retrieving any of the other legendary artifacts in the the adventure is also worth 1-2 bonus points. GMs may also confer various reputations, contacts, or even patrons for befriending some of the influential folk in the adventure.

### Extending the Adventure

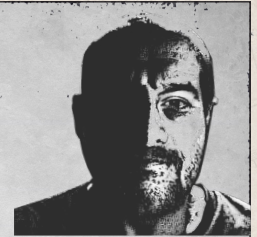
Ludo Bocchi and the Gestapo do not realize that they've been infiltrated by the Kurazos Cult, who is also determined to claim the Diamond Star of the Irish Crown Jewels, which they believe will allow them to steal even more sinister artifacts in the possession of European governments.

The Gestapo's *Oberleutnant*, Horst Winkler is secretly a member of the cult. His plan is to let Ludo do the dirty work and then ambush the Italian and steal the Diamond Star at the last minute. The only clue that the Gestapo has been infiltrated is the lost cufflink, carved with the Kurazos cult's symbol, which tore free from Winkler's uniform while he was hiding the diadem of Catherine Howard in Doonagore's abandoned cottage.

### THE DIAMOND STAR

The Diamond Star of the Order of St. Patrick has a powerful blessing on it. The artifact confers +2D to Sneak skill and the Great Luck special ability — but only when the bearer is actively trying to steal something of great value or actively escaping from authorities.

### KURAZOS CULTISTS



REFLEXES 2D, brawling 3D,  
sneak 3D  
COORDINATION 2D,  
marksmanship 4D, piloting 3D,  
PHYSIQUE 2D, running 3D,  
KNOWLEDGE 2D,  
scholar 3D  
PERCEPTION 2D,  
hide 3D, search 4D, streetwise 3D  
tracking 2D+2  
PRESENCE 2D, intimidation 3D

Move: 10.

Fate Points: 0.

Wound levels: 2.

Strength Damage: 2D.

Character Points: 2.

Equipment: Webley-Fosbery revolver (4D). One has an old flamethrower (5D).

In an extended adventure, Winkler has contacted his Kurazos allies in the nearby town of Doolin shortly after the Gestapo ambushes Gormghiolla Daigh. When the PCs burst on to the scene, Winkler flees Doonagore on his motorcycle to meet up with the cult. From there, he takes a motorboat to the Isle of Spéirling with three armed cultists. They plan on ambushing the Gestapo the moment they recover the Diamond Star. Just in case, one brings along a light flamethrower to melt the amber of the tree to better recover the Star!

The GM can use the Kurazos cultists as an added complication during the finale, turning the final encounter into a threeway battle.

*Special thanks to thispersondoesnotexist.com for photo reference for the various characters in this adventure.*

*If you enjoyed this adventure, or ran it for a group, all the author asks is that you give a shout out and let me know how it went. Send a note to @SageThalcos on Twitter or dispatch an telegram to thalcos@hotmail.com*



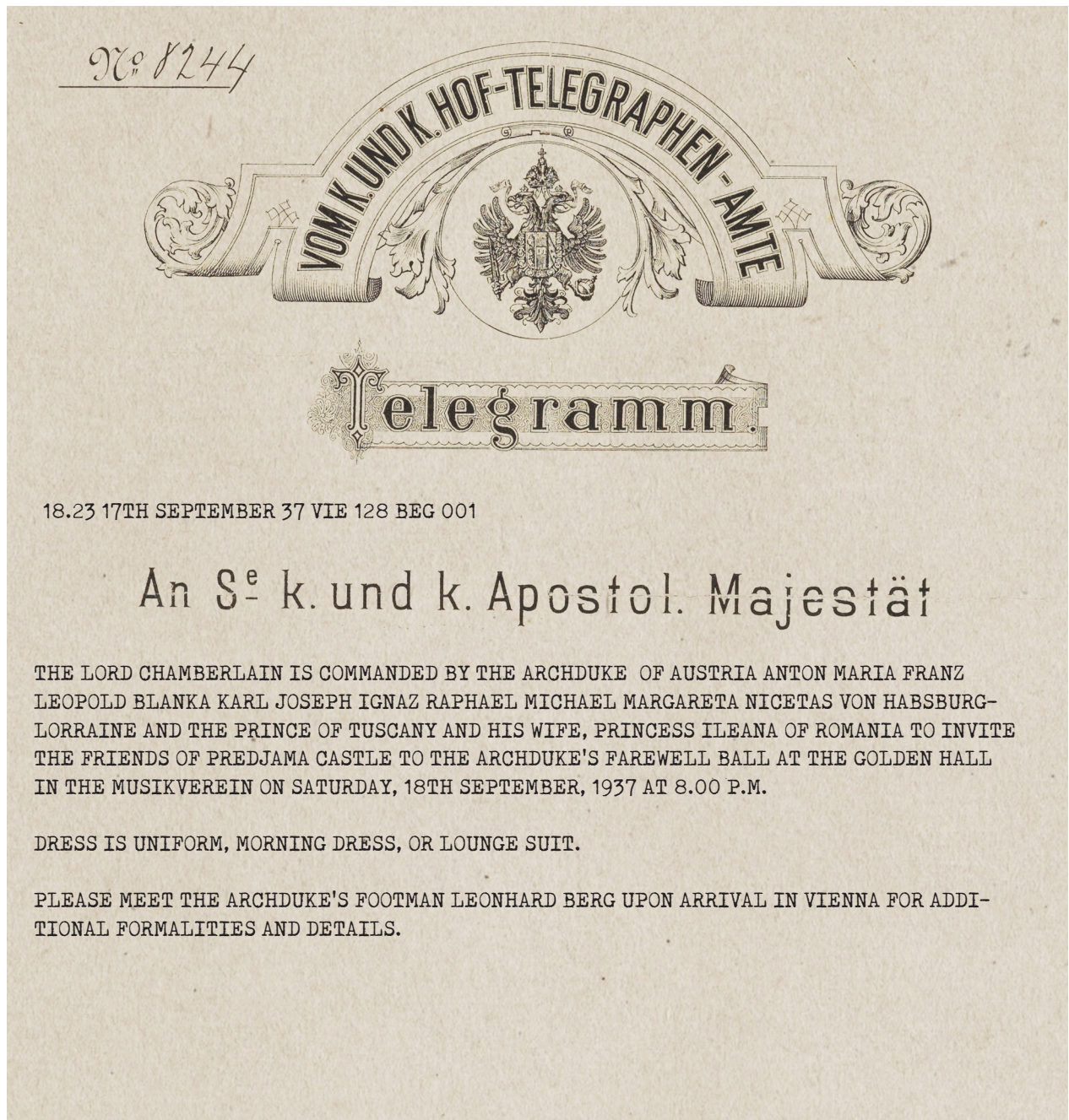
## Handouts



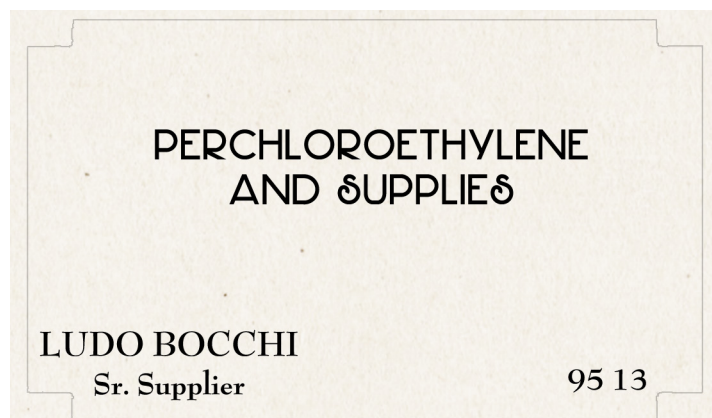
**Handout A - Monk's manuscript that shows the Predjama caves. The PCs start the adventure with this in their possession.**



## Handouts



### Handout B - The Royal Invitation



### Handout C - Calling card found on the janitor Jonas Steiner



## Handouts



FIG-32. AMBER TREE OF SPÉIRLING

A photograph from 1904, though never verified by experts. According to Gaelic legend, several Amber Trees are said to be found throughout Ireland. They are usually of oak or hawthorne varieties. The trees are petrified and composed entirely of yellow to yellow-brown amber. In the center of the trunk of the tree is a primitive sculpture of a man or woman, often thought to be a druid or pre-Christian mystical icon.

Amber Trees are said to be frequently surrounded by large, circular henges or faerie rings. In 1872, a large henge was found in the Boyne valley. While no Amber Tree was found, a significant amount of amber was found in the center of the henge. An inscription on one of the monolith stones read, "Go raibh mile maith agat," which translates to "That you may have one thousand good things."



**Handout E - Kurazos cufflink found in the abandoned cottage at Doonagore**

**Handout D - A photograph and excerpt from the book *Gaelic Faerie Rings*, found in Doonagore Tower.**



## Bonus Postcard Handouts







# CLIFFHANGERS

## Character

Character Name: Jonny Talon

Player Name: \_\_\_\_\_

Occupation: Daredevil pilot

Age: 29

Height: 6'1"

Weight: 175 lbs

Physical Description: \_\_\_\_\_

Soft-hearted cropduster - always a steady expression to accompany his crazy ideas

### Background:

Your old man always told you that you were flawed because you wanted too much. He told you to be content living in Idaho. He told you to be happy being a cropduster mechanic. But you knew all that wasn't enough, so you pestered the pilots until they taught you how to fly. You saved all your money to buy a brand-new Piper. You wrote letter after letter to Piper begging for a job to be a test pilot. Unfortunately, your "interview" went horribly wrong when the test plane's propeller flew off and you ended up crash-landing through seven new planes on the ground. Crap. Needing cash fast, you signed up for a quick pilot gig in Shanghai, and then another one in Yugoslavia.

### Personality Traits:

Quite the daredevil - impulsive

Charismatic

Soft spot for farmers - never turns down jobs to help dust crops

Has a big debt (owes \$1000 per month to Piper)

Always overcomplicates his plans

Always a professional "gets the job done right"

### Wound Level

- ☐ Stunned
- ☐ Wounded
- ☐ Severely Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded
- ☐ Dead

Reflexes 3D+1

acrobatics \_\_\_\_\_  
brawling \_\_\_\_\_  
climbing \_\_\_\_\_  
contortion \_\_\_\_\_  
dodge \_\_\_\_\_  
flying \_\_\_\_\_  
jumping \_\_\_\_\_  
melee combat \_\_\_\_\_  
riding \_\_\_\_\_  
sneak \_\_\_\_\_

Coordination 3D+1

lockpicking \_\_\_\_\_  
marksmanship \_\_\_\_\_  
missile weapons \_\_\_\_\_  
piloting \_\_\_\_\_  
sleight of hand \_\_\_\_\_  
throwing \_\_\_\_\_

Physique 3D+2

lifting \_\_\_\_\_  
running \_\_\_\_\_  
stamina \_\_\_\_\_  
swimming \_\_\_\_\_

Presence 3D

animal handling \_\_\_\_\_  
charm \_\_\_\_\_  
command \_\_\_\_\_  
con \_\_\_\_\_  
disguise \_\_\_\_\_  
intimidation \_\_\_\_\_  
persuasion \_\_\_\_\_  
willpower \_\_\_\_\_

Strength Damage 3D

Knowledge 2D+1

business \_\_\_\_\_  
demolitions \_\_\_\_\_  
forgery \_\_\_\_\_  
languages \_\_\_\_\_  
medicine \_\_\_\_\_  
navigation \_\_\_\_\_  
scholar \_\_\_\_\_  
security \_\_\_\_\_  
tech \_\_\_\_\_

Perception 2D+2

artist \_\_\_\_\_  
gambling \_\_\_\_\_  
hide \_\_\_\_\_  
investigation \_\_\_\_\_  
know-how \_\_\_\_\_  
repair \_\_\_\_\_  
search \_\_\_\_\_  
streetwise \_\_\_\_\_  
survival \_\_\_\_\_  
tracking \_\_\_\_\_

### Equipment

Small leather bag  
Leather pilot's jacket (Armor Value +1D)  
Banana yellow Piper J-3 Cub aircraft  
Binoculars (10X)  
Pilot's goggles  
Whittling Knife  
.44 Revolver (4D, Ammo 6)

Fate Points 1

Character Points 5

Funds \$3D

Move 10



# CLIFFHANGERS

## Character

Character Name: Duke Duckworth

Player Name: \_\_\_\_\_

Occupation: Detective

Age: 33

Height: 5'10"

Weight: 175 lbs.

Physical Description: \_\_\_\_\_

Tough detective from Detroit, known for botching the investigation of a starlet's murder

Reflexes 2D+1

acrobatics \_\_\_\_\_  
brawling \_\_\_\_\_  
climbing \_\_\_\_\_  
contortion \_\_\_\_\_  
dodge \_\_\_\_\_  
flying \_\_\_\_\_  
jumping \_\_\_\_\_  
melee combat \_\_\_\_\_  
riding \_\_\_\_\_  
sneak \_\_\_\_\_

Coordination 3D+1

lockpicking \_\_\_\_\_  
marksmanship \_\_\_\_\_  
missile weapons \_\_\_\_\_  
piloting \_\_\_\_\_  
sleight of hand \_\_\_\_\_  
throwing \_\_\_\_\_

Physique 2D+2

lifting \_\_\_\_\_  
running \_\_\_\_\_  
stamina \_\_\_\_\_  
swimming \_\_\_\_\_

Presence 3D+1

animal handling \_\_\_\_\_  
charm \_\_\_\_\_  
command \_\_\_\_\_  
con \_\_\_\_\_  
disguise \_\_\_\_\_  
intimidation \_\_\_\_\_  
persuasion \_\_\_\_\_  
willpower \_\_\_\_\_

Strength Damage 2D

Knowledge 2D+2

business \_\_\_\_\_  
demolitions \_\_\_\_\_  
forgery \_\_\_\_\_  
languages \_\_\_\_\_  
medicine \_\_\_\_\_  
navigation \_\_\_\_\_  
scholar \_\_\_\_\_  
security \_\_\_\_\_  
tech \_\_\_\_\_

Perception 3D+2

artist \_\_\_\_\_  
gambling \_\_\_\_\_  
hide \_\_\_\_\_  
investigation \_\_\_\_\_  
know-how \_\_\_\_\_  
repair \_\_\_\_\_  
search \_\_\_\_\_  
streetwise \_\_\_\_\_  
survival \_\_\_\_\_  
tracking \_\_\_\_\_

Equipment

Cheap leather briefcase  
Body holster  
Sinclair Lewis' 'It Can't Happen Here'  
Colt revolver (4D, Ammo 6)

Fate Points 1

Character Points 5

Funds \$3D

Move 10

### Background:

When you overheard that one of the cops on the Lauren St. James case was crooked, you swore you'd find the truth behind her murder. But then her Hollywood boyfriend got into a scuffle with you, and you knocked him flat right inside her apartment. Unfortunately, that little incident got the case against him thrown out, and the press blamed you for never finding her killer. You had to get out of town, so you hopped a plane to Shanghai where a previous client, Willy Van der Woodson, said he had a job for you. That job was a bust, but the kid swore he'd make it up to you in Belgrade. He wasn't kidding.

### Personality Traits:

Good nose for danger  
Bad reputation for being a careless detective  
Truthful  
Unlucky  
Stubborn  
Calls his favorite gun "my third fist"  
Respects physicians, regrets not becoming one

### Wound Level

- ☐ Stunned
- ☐ Wounded
- ☐ Severely Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded
- ☐ Dead



# CLIFFHANGERS

## Character

Character Name: Aleksandra Pavlović

Player Name:

Occupation: Tour guide

Age: 23

Height: 5'4"

Weight: 125 lbs

Physical Description:

High energy Yugoslavian woman - notable for a never-ending supply of fresh optimism

Reflexes 2D+2

acrobatics

brawling

climbing

contortion

dodge

flying

jumping

melee combat

riding

sneak

Coordination 2D

lockpicking

marksmanship

missile weapons

piloting

sleight of hand

throwing

Physique 2D+1

lifting

running

stamina

swimming

Presence 3D

animal handling

charm

command

con

disguise

intimidation

persuasion

willpower

Strength Damage 2D

Knowledge 4D

business

demolitions

forgery

languages

medicine

navigation

scholar

security

tech

Perception 4D

artist

gambling

hide

investigation

know-how

repair

search

streetwise

survival

tracking

Equipment

Leather carrier bag

Book of medieval castles

Cheap flashlight torch

Notebook and pencil

Umbrella

Fate Points 1

Character Points 5

Funds \$3D

Move 10

### Background:

Your history professor, Tanja Bohdana, asked you to meet up with these Americans to give them a private tour of Predjama Castle. It was a good way to make some money, and you've done it a hundred times. But you were shocked when half way through the tour, one of them whipped out an ancient monk's manuscript, pushed up a secret passage, and found the legendary Sword of Erasm. Before you had a chance to react, gunshots rang out and gangsters were racing after you. These Americans are going to owe you BIG TIME after this is over.

Speaks English and Serbo-Croatian

### Personality Traits:

Photographic memory

Attractive

Curious

Impulsive

Can't help but act like a tour guide, even when she's not working

Always optimistic

Dreams of living in a big city like Paris or Berlin

### Wound Level

☐ Stunned

☐ Wounded

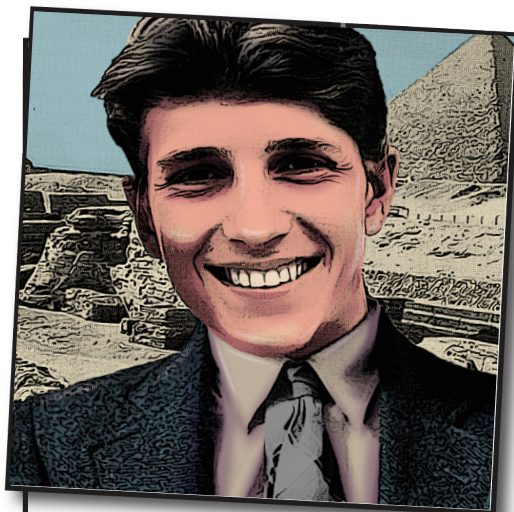
☐ Severely Wounded

☐ Incapacitated

☐ Mortally Wounded

☐ Dead





# CLIFFHANGERS

## Character

Character Name: Willy Van der Woodson

Player Name: \_\_\_\_\_

Occupation: Independently wealthy

Age: 20

Height: 5'10"

Weight: 160 lbs

Physical Description: \_\_\_\_\_

Broad-smiled and incredibly wealthy. Willy loves funding races and grand adventures

### Background:

OK, so Shanghai was a complete bust. You should have known better when Richard Maskhaven left that letter on his seat at the restaurant. You thought you'd beat him to the priceless jade Cong Cylinder and one-up him for good. But the whole thing was another one of his tricks. There was no cylinder, and you almost died of yellow fever escaping through the sewers. But when you got a phone call from your old tutor Tanja that she had a suspicion where you could find the legendary Sword of Enazem, you knew you had to take a quick stop past Predjama Castle.

Speaks English, Arabic, and Latin

### Personality Traits:

Buys too nice gifts for friends - can be embarrassing

Has a big, almost-fake smile all the time

Loves nice cars, obsessed with race cars

Compulsive spender

Overconfident

Writes to his mom almost every day

Likes to call guns "bean shooters"

### Wound Level

- ☐ Stunned
- ☐ Wounded
- ☐ Severely Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded
- ☐ Dead

Reflexes 2D+2

acrobatics \_\_\_\_\_  
brawling \_\_\_\_\_  
climbing \_\_\_\_\_  
contortion \_\_\_\_\_  
dodge \_\_\_\_\_  
flying \_\_\_\_\_  
jumping \_\_\_\_\_  
melee combat \_\_\_\_\_  
riding \_\_\_\_\_  
sneak \_\_\_\_\_

Coordination 2D

lockpicking \_\_\_\_\_  
marksmanship \_\_\_\_\_  
missile weapons \_\_\_\_\_  
piloting \_\_\_\_\_  
sleight of hand \_\_\_\_\_  
throwing \_\_\_\_\_

Physique 2D+1

lifting \_\_\_\_\_  
running \_\_\_\_\_  
stamina \_\_\_\_\_  
swimming \_\_\_\_\_

Presence 3D

animal handling \_\_\_\_\_  
charm \_\_\_\_\_  
command \_\_\_\_\_  
con \_\_\_\_\_  
disguise \_\_\_\_\_  
intimidation \_\_\_\_\_  
persuasion \_\_\_\_\_  
willpower \_\_\_\_\_

Strength Damage 2D

Knowledge 3D

business \_\_\_\_\_  
demolitions \_\_\_\_\_  
forgery \_\_\_\_\_  
languages \_\_\_\_\_  
medicine \_\_\_\_\_  
navigation \_\_\_\_\_  
scholar \_\_\_\_\_  
security \_\_\_\_\_  
tech \_\_\_\_\_

Perception 4D

artist \_\_\_\_\_  
gambling \_\_\_\_\_  
hide \_\_\_\_\_  
investigation \_\_\_\_\_  
know-how \_\_\_\_\_  
repair \_\_\_\_\_  
search \_\_\_\_\_  
streetwise \_\_\_\_\_  
survival \_\_\_\_\_  
tracking \_\_\_\_\_

### Equipment

Leather carrier bag  
Travel diary and pencil  
Nice European suit  
Racing bicycle - Oscar Wastyn Special  
German PERTRIX flashlight torch

Fate Points 1

Character Points 5

Funds \$5D

Move 10



# CLIFFHANGERS

## Character

Character Name: Solange "Patience" Paquet

Player Name: \_\_\_\_\_

Occupation: French intelligence agent

Age: 25 Height: 5'7" Weight: 130 lbs

Physical Description: \_\_\_\_\_

A resourceful junior agent in French intelligence; does not tolerate fools

Reflexes 3D+1

acrobatics \_\_\_\_\_  
brawling \_\_\_\_\_  
climbing \_\_\_\_\_  
contortion \_\_\_\_\_  
dodge \_\_\_\_\_  
flying \_\_\_\_\_  
jumping \_\_\_\_\_  
melee combat \_\_\_\_\_  
riding \_\_\_\_\_  
sneak \_\_\_\_\_

Coordination 3D+1

lockpicking \_\_\_\_\_  
marksmanship \_\_\_\_\_  
missile weapons \_\_\_\_\_  
piloting \_\_\_\_\_  
sleight of hand \_\_\_\_\_  
throwing \_\_\_\_\_

Physique 3D+2

lifting \_\_\_\_\_  
running \_\_\_\_\_  
stamina \_\_\_\_\_  
swimming \_\_\_\_\_

Presence 3D

animal handling \_\_\_\_\_  
charm \_\_\_\_\_  
command \_\_\_\_\_  
con \_\_\_\_\_  
disguise \_\_\_\_\_  
intimidation \_\_\_\_\_  
persuasion \_\_\_\_\_  
willpower \_\_\_\_\_

Strength Damage 3D

Knowledge 2D+1

business \_\_\_\_\_  
demolitions \_\_\_\_\_  
forgery \_\_\_\_\_  
languages \_\_\_\_\_  
medicine \_\_\_\_\_  
navigation \_\_\_\_\_  
scholar \_\_\_\_\_  
security \_\_\_\_\_  
tech \_\_\_\_\_

Perception 2D+2

artist \_\_\_\_\_  
gambling \_\_\_\_\_  
hide \_\_\_\_\_  
investigation \_\_\_\_\_  
know-how \_\_\_\_\_  
repair \_\_\_\_\_  
search \_\_\_\_\_  
streetwise \_\_\_\_\_  
survival \_\_\_\_\_  
tracking \_\_\_\_\_

Equipment \_\_\_\_\_

Expensive purse  
Suitcase full of clothes for all occasions  
Nice watch  
Mauser semiautomatic (3D+2, 8 shots)

Fate Points 1

Character Points 5

Funds \$3D

Move 10

### Background:

Deuxième Bureau, French intelligence, suspects that the gangster Amadej Anze was hired to assassinate the Yugoslavian king, which would plunge the kingdom into civil war. You were assigned to Anze to find out the truth. You had infiltrated his inner circle when several Americans arrived and purchased an old medieval manuscript from him. You thought nothing of it, but apparently the manuscript contained information about a priceless sword. Unfortunately, minutes later, your cover was blown when one of his men overheard you calling Paris. Anze went into a rage and dragged you with him to Predjama Castle to kill the Americans. You gave Anze the slip and are now deep underground.

### Personality Traits:

Fearless  
Attractive and fit  
Insomniac  
Has a young daughter, Agnes  
Ruthless in combat

### Wound Level

- ☐ Stunned
- ☐ Wounded
- ☐ Severely Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded
- ☐ Dead



# CLIFFHANGERS

## Character

Character Name: Tang Yingxia

Player Name: \_\_\_\_\_

Occupation: Bartender

Age: 29

Height: 5'5"

Weight: 120 lbs

Physical Description: \_\_\_\_\_

Struggling bartender yanked into adventure - thinks she's possessed by a ghostly warlord

Reflexes 3D+1

acrobatics \_\_\_\_\_  
brawling \_\_\_\_\_  
climbing \_\_\_\_\_  
contortion \_\_\_\_\_  
dodge \_\_\_\_\_  
flying \_\_\_\_\_  
jumping \_\_\_\_\_  
melee combat \_\_\_\_\_  
riding \_\_\_\_\_  
sneak \_\_\_\_\_

Coordination 3D+1

lockpicking \_\_\_\_\_  
marksmanship \_\_\_\_\_  
missile weapons \_\_\_\_\_  
piloting \_\_\_\_\_  
sleight of hand \_\_\_\_\_  
throwing \_\_\_\_\_

Physique 3D+2

lifting \_\_\_\_\_  
running \_\_\_\_\_  
stamina \_\_\_\_\_  
swimming \_\_\_\_\_

Presence 3D+1

animal handling \_\_\_\_\_  
charm \_\_\_\_\_  
command \_\_\_\_\_  
con \_\_\_\_\_  
disguise \_\_\_\_\_  
intimidation \_\_\_\_\_  
persuasion \_\_\_\_\_  
willpower \_\_\_\_\_

Strength Damage 3D

Knowledge 2D+1

business \_\_\_\_\_  
demolitions \_\_\_\_\_  
forgery \_\_\_\_\_  
languages \_\_\_\_\_  
medicine \_\_\_\_\_  
navigation \_\_\_\_\_  
scholar \_\_\_\_\_  
security \_\_\_\_\_  
tech \_\_\_\_\_

Perception 2D+2

artist \_\_\_\_\_  
gambling \_\_\_\_\_  
hide \_\_\_\_\_  
investigation \_\_\_\_\_  
know-how \_\_\_\_\_  
repair \_\_\_\_\_  
search \_\_\_\_\_  
streetwise \_\_\_\_\_  
survival \_\_\_\_\_  
tracking \_\_\_\_\_

Equipment

Pearl necklace (mother's)  
Small photo of her father  
Purse  
Fine jian sword (6D)

Fate Points 1

Character Points 5

Funds \$20

Move 10

### Background:

You met your new friends in a bar in Shanghai, serving up way too many blood orange dragons to see how drunk they could get. Then the Xiochu gangsters arrived, shot up the place, and the next thing you knew you were being dragged into the sewers by these so-called friends. Lost in the dark, you stumbled upon the lost shrine of Wu Qi. When you touched his ancient sword, you felt something - someone? - flicker into the fire of your soul. Your friends blamed the orange dragons and you would too - if it weren't for the deep, ancient-accented voice that keep you up at night.

### Personality Traits:

Good tactician  
Hears phantom voices  
Secretly concerned she might be going insane  
Nervous around military (father was killed in the civil war)  
Loves classical music  
Thinks she's possessed by Wu Qi, a Chinese warlord  
Easily gets motion sickness

### Wound Level

- ☐ Stunned
- ☐ Wounded
- ☐ Severely Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded
- ☐ Dead



# Jonny Talon

*BARNSTORMER*



*PER 2D+2*

# Duke Duckworth

*BAD NEWS DETECTIVE*

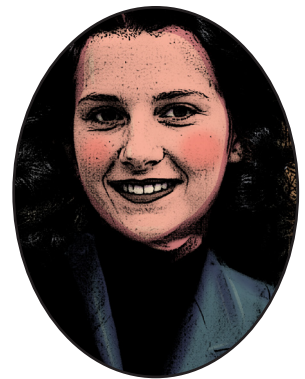


*PER 3D+2*



# Aleksandra Pavlovi

*HIGH-ENERGY TOUR GUIDE*



*PER 4D*

# Willy Van der Woodson

*RICH, VERY RICH*



*PER 4D*



# Patience Paquet

*FRENCH INTELLIGENCE*

*PER 2D+2*



# Tang Yingxia

*SPIRITED BARTENDER*

*PER 2D+2*

